

PLAYER PARTICIPATION GRIDS (AKA: Matrix)

NOTE: The reference to "experience" below does not imply years of play but simply a players ability/skill.

The player participation grids are a consistent means that all coaches use to allocate playing time.

The priority of the grids are as follows:

1. **Equal playing time** for each child regardless of ability. Each week every child will play at least four periods (*) and the discrepancy between any two kids will be no more than one period. (The determination of which kids get the extra period is not based on experience but the count of players on each team)

* This statement is made on the assumption there are no more than 10 kids per team.

2. **Competitive Balance** - More skilled kids playing against the more skilled kids from the opposing team; Less skilled kids vs less skilled kids. In cases where there is a mix the attempt is made to balance the number of skilled kids on the floor on both teams. It should be noted that equal playing time will not be compromised to have a competitive balance if such a conflict arises.

NOTE to COACHES

The grids are on-line. It is the coach's responsibility to have copies of all grid permutations to be prepared for each game depending upon how many kids attend each week. Coaches must exchange grids prior to the start of each game.

NOTE to PARENTS

Given the need for the coaches to prepare these grids prior to each game, most coaches will request you to extend the courtesy to them by notifying them if your child will be unable to attend or will be running late in a given week. (Each coach may have their own individual request on this so please check w/them at the start of the season)

Your child arriving after the grids are made (20 minutes into the session) causes a delay to both coaches (& hence, all the kids on both teams) as the grids need to be redone. It is understood in some cases your child has no other option to arrive late. However, please understand the impact. Due to the delays, we have well-warranted strict guidelines for late arrivals. (i.e. if the player arrives after the grids are done, the player may not participate until the grids are redone at halftime. If a player arrives after half-time the player cannot participate). The policy sounds harsh at face value but once you see the impact of coaches needing to redo the grids and hold up the game you'll appreciate this policy.

Aside from an injury or child fouling out, a coach may override the grids by having a player sit if it is in the best interest of the other 19 kids on the floor. (i.e. disciplinary action is required; child refuses to listen to the coach)

When a child is removed from the game (injury, foul out, disciplinary) the next rated child is entered into the game. If the removal is for multiple periods, the coach should as a courtesy review the plan for the remaining periods w/the opposing coach.

Participation Grids (How to Use)

HOW THE GRIDS FUNCTION

Please print out copies of each grid and make a few copies of each. The participation grids can be listed via the "[Printing Participation Grid](#)" link. You will then use whichever grid applies with all the "X" already filled in. (You only need to list the players)

i.e. if you have 9 players and your opposing coach has 8, you will both use a 9 X 8 grid. (there is a grid for every combo from 5-11 players)

Each coach is responsible for utilizing the pre-determined grids for allocating playing time. The basis for which grid to use is determined by the attendance of BOTH teams. As a coach you should check w/the other coach how many players they have. Once this is established the grid should be completed as follows:

1. You are required to list your players from most skilled to least skilled.

NOTE: Your basis for "most skilled/least skilled" sorting is your own fair self-assessment of your players as the season progresses. This may change as the season progresses and the sorting should be updated accordingly for each game. (Keep in mind the goal is to have kids of comparative experience on the floor in an effort to keep the games fair; the grids are created based on this premise.)

2. As there are 8 periods in the game the periods marked with a 'X' are the periods that each child plays. Barring any injuries or kids wanting to volunteer to sit out (very rare as you can imagine) every attempt should be made to adhere to these grids for consistency.

3. In the event a child fouls out, the next child not playing in that period should be played. (i.e. If the 6th child on your team fouls out and the 7th is already in the game, the 8th player should be put into the game) If there is no lower rated player the next highest rated player should be inserted.

4. Aside from an injury or child fouling out, a coach may override the grids by having a player sit if it is in the best interest of the other 19 kids on the floor. (i.e. disciplinary action is required; child refuses to listen to the coach. safety issue w/the child's rough play)

When a child is removed from the game (injury, foul out, disciplinary) the next rated child is entered into the game as is noted above in #3. If the removal is for multiple periods, the coach should as a courtesy review the plan for the remaining periods w/the opposing coach.